

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

Claims 1-19 (canceled).

20. (Previously Presented) A virtual card gaming system comprising:  
a processing unit;  
a plurality of player screens connected to the processing unit; and  
a touch sensing unit associated with each player screen, wherein playing cards displayed on the player screens are adapted for graphical manipulation in response to continuous touch movements detected through the touch sensing units, the manipulation comprising a three-dimensional representation so as to at least partially reveal the playing cards from a face down representation.

21. (Previously Presented) The system according to claim 20, wherein the processing unit generates an imaginary elongated member for mapping a portion of the playing cards where the continuous touch movements acted thereon, which member perpendicular to a direction of the continuous touch movements.

22. (Previously Presented) The system according to claim 21, wherein the imaginary elongated member is an imaginary cylinder.

23. (Previously Presented) The system as claimed in claim 20, wherein each player screen is divided into a set of functional areas, and the processor processes touches detected through the touch sensor units based on the functional area in which the touch was detected.

24. (Previously Presented) The system as claimed in claim 23, wherein the set of functional areas comprises a playing cards area.

25. (Previously Presented) The system as claimed in claim 23, wherein the set of functional areas comprises a chip holding area and a betting area.

26. (Previously Presented) The system as claimed in claim 25, wherein the processor instructs the removal of a chip from display in the chip holding area and display of the chip in the betting area as a result of a single touch detected in the chip holding area through the touch sensor unit, followed by a touch detected in the betting area.

27. (Previously Presented) The system as claimed in claim 26, wherein the processor instructs the removal of another chip of the same value from display in the chip holding area and display of the chip in the betting area as a result of a subsequent single touch detected in the betting area.

28. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a dealer screen connected to the processor unit for displaying shuffling of a stack of cards and dealing of cards to the player screens.

29. (Previously Presented) The system as claimed in claim 28, wherein a touch sensor unit associated with the dealer screen facilitates the dealer screen to function as a user interface to the processor unit.

30. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a sound unit of providing an audio signal under the control of the processor unit, and the processor unit is capable of manipulating the audio signal based on signals from the touch sensor units.

31. (Previously Presented) The system as claimed in claim 20, wherein the system further comprises a payment unit, and the processor unit accounts transactions of each player.

32. (Currently Amended) The system as claimed in claim ~~[[30]]~~31, wherein the payment unit comprises one or more of a group comprising an electronic funds transfer machine, a notes reader and a secure cash box.

33. (Previously Presented) The system as claimed in claim 20, wherein the system is operable under an automatic mode without a human controller.

34. (Previously Presented) The system as claimed in claim 20, wherein the system is operable under a semi-automatic mode with a human controller.

35. (Previously Presented) The system as claimed in claim 20, wherein the system is manually controllable by a human controller.

36. (Previously Presented) A computer readable storage medium having stored thereon code means for instructing a computer to execute a method for conducting a virtual card game, the method comprising displaying playing cards on a plurality of player screens each comprising a touch sensor unit associated therewith, and graphically manipulating the displayed cards in response to continuous touch movements detected through touch sensor units.

37. (Currently Amended) A method of graphically manipulating playing cards displayed on a touch screen in response to continuous touch movements detected through the touch screen, so as to at least partially reveal the playing cards from a face down representation, the method comprising:

generating an imaginary elongated member, the member being perpendicular to a direction of the continuous touch movements; and

graphically mapping a portion of the playing cards, where the continuous touch movements acted thereon, on the imaginary elongated member.

38. (Previously Presented) The method according to claim 37, wherein the imaginary elongated member is an imaginary cylinder.